

Jacob Finch

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Last Updated: October 2020

Profile

A second year MCOMP Computer Science for Games student studying at Sheffield Hallam University looking for a Software Development role in the IT industry. I have a passion for and experience in programming and problem solving and aim to develop a successful career in the field of Computer Science.

Education

Sheffield Hallam University, Sheffield

September 2019 - July 2024

2nd year BSc

Currently Studying Modules:

3D Games Development

Mathematics for Modelling and Rendering

Software-Hardware Optimisation Techniques

Modules Studied in Previous Years:

Fundamentals of Computer Architecture

Fundamentals of Programming for Games

Introduction to Game Development

Mathematics for Graphics

Professional Experience and Project Development

Systems Modelling for Games.

Trafford College, Old Trafford

September 2017 - July 2019

Level 3 Software Development Extended Diploma BTEC - D*D*D*

Saint Ambrose College, Hale Barns

September 2012 - July 2017

10 GCSEs Achieving Grades A-C including:

Maths - **7**

Computer Science - **A**

English Language - **B**

Physics - **B**

Biology - **B**

Chemistry - **C**

Work Experience

Junior Software Developer, Trak Global Group, Crewe October 2018 - February 2019

- Worked with other devs to devise and implement a plan for a piece of software that would allow managers to pull information from the Azure DevOps site to an employee's line-up of tasks and further information on whether they were finished or not, the nature of the task, the deadline, etc.
- Single-Handedly implemented the designs into a 3 tier architecture system that makes use of the Azure DevOps APIs acting as the Data Access Layer, C# as the Business Logic Layer and a Presentation Layer Using HTML, CSS and JavaScript
- Presented the prototype build in front of the entire dev team to receive feedback for further improvements and changes.

Technical Skills

Programming Languages: During my Computer Science GCSE I was taught Visual Basic and SQL. Throughout College I was taught HTML, CSS, Excel, Access and Gamemaker Language. While working as a Junior Software Dev for Trak Global Group, I was taught C# and applied this knowledge to learn JavaScript, as well as learning Regex and JSON file formatting.

Software Structure: My job at TGG has given me experience on how to properly structure software using multi-tier architecture. This experience allows me to create much more cohesive code which is easier for me to write further code into, as well as being much easier for other programmers to understand.

Key Skills

Teamwork: At the beginning of my CompSci for Games course, I took part in a game jam, in which I was tasked with conceiving and creating several mini-games with three other people, with alternating partners with which to develop separate games under a time limit with. To achieve this task, I had to cooperate with my partners to complete each game within the allotted time.

In my previous year as part of my Professional Experience and Project Development module, I was grouped up with a team of five- with the task to create a game together as a team effort. We made a lot of headway on this task before the year was unfortunately cut short by COVID-19.

Adaptability: Within the first month of working my Junior Software Developer job, I was working in C#, a programming language I had not even touched prior to the job. I was able to learn it within that time by applying what I already knew from a similar language, Visual Basic, and applying it to the syntax of C# that I was learning on the job.

Given the current changes to how we are taught it has also been imperative that I adapt to working on my own time, working from home under my own imposed timetable.

Self-Learning: During my work at TCG, I was expected to solve problems on my own without assistance from my manager or other co-workers. By myself I was able to learn how to effectively use Microsoft's Azure DevOps APIs, as well as how to convert the JSON files the APIs returned into usable object variables.

With the current global situation and its effect on my current education, self-learning and study in my own time is extremely important to supplement the lack of face to face lessons.

Problem Solving: During my education through grammar school, my college and my work experience, I have gathered a lot of problem-solving experience through devising programming plans and fixing bugs in the code I have written.

References

Paulo David - Software Developer at Trak Global Group
Email: p david@trakglobal.co.uk

Shachi Pati - IT Teacher at Trafford College
Email: shachi.pati@my.trafford.ac.uk